

# CLERIC: WILD MAGIC DOMAIN - NO IMAGES

**R**AW ARCANES POWER FLOWS THROUGH A WILD MAGIC Cleric's veins, and if left unchecked, that power can erupt out with devastating consequences. However, through Devotion to their God they are able to carve out some semblance of control over this magic.

As their faith grows, their prayers and connection to their deity becomes stronger, allowing them to direct the flow of the river of innate, raw magical power to more beneficial (or at least less detrimental) outcomes.

Wild Magic Clerics don't have one specific God, but instead it could be any deity, and the deepening connection with this Deity is what grants further control and directing of magic.

## Wild Magic Domain Spells

Cleric Level	Wild Magic Domain Spells
1st	Chaos Bolt, Hellish Rebuke
3rd	Nathair's Mischief, Vortex Warp
5th	Pulse Wave, Thunder Step
7th	Gravity Sinkhole, Polymorph
9th	Animate Objects, Creation

## ARCANE TALENT

When you choose this domain at 1st level, you gain access to the Prestidigitation cantrip if you don't already know it. This cantrip doesn't count against the number of cleric cantrips you know.

## WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Once per turn, the DM can have you roll a d20 immediately after you cast a spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect. Alternatively, if you roll a d20 when casting a spell or Cantrip, you can elect to roll on the Wild Magic Surge table. If that effect is a spell and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

## CHANNEL DIVINITY: WILD MAGIC CONTROL

At 2nd level, you can use your Channel Divinity to steer your Wild Magic to a beneficial outcome. As a reaction, when you roll on the wild magic table, you can roll twice and choose which effect happens from the 2 options.

## EMBOLDENED WILD MAGIC

At 6th level, when you need to roll on the wild magic table, before you roll, as a reaction you may choose to Embolden it's effect. Upon resolving the wild magic table effect, your DM can up to double it's effect. This may mean (up to) double the dice, or another instance of the effect at another location, or a similar level effect not originally listed in the table.

You can do this a number of times equal to your proficiency bonus per day. This feature improves when you reach level 13, at which point you may as a reaction, choose to Embolden a spell After you've rolled on the Wild Magic Table.

## POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

## WILD MAGIC MASTER

At 17th level, now when you need to roll on the wild magic table, you can use your Wild Magic Control Channel Divinity feature and your Emboldened Wild Magic feature in the same reaction. You can choose to Embolden the effect after you have used your Wild Magic Control and chosen from the 2 options.